Appendix
(Showing How Claims
Have Been Amended)

1. (Amended) A method for interactive wagering on races, comprising:

receiving user inputs; [and

presenting one of an expert wager input interface and a novice wager input interface based upon the user inputs] providing the user with an opportunity to initiate one of an expert wager input interface and a novice wager input interface;

presenting the user with a single selection window when the user initiates the expert wager input interface, wherein the single selection window comprises a plurality of user selectable wager options for a plurality of wager requirements for creating a wager; and

presenting the user with a sequence of selection windows when the user initiates the novice user input interface, wherein each selection window in the sequence of selection windows comprises a plurality of user selectable wager options for a different wager requirement for creating a wager.

2. (Amended) The method of claim 1, [further comprising interpreting the user inputs as specifically selecting the one of the expert wager input interface and the novice wager input interface] wherein at least one selection window in the sequence of selection windows presented when the user initiates the novice wager input interface further comprises a user selectable option that initiates the expert wager input interface when selected.

3. (Amended) The method of claim 1, [further comprising switching from presenting one of the expert wager input interface and the novice wager input interface to another of the expert wager input interface and the novice wager input interface] wherein the single selection window presented when the user initiates the expert wager input interface further comprises a user selectable option that initiates the novice wager input interface when selected.

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4. (Amended) The method of claim [3] 2, further comprising transferring [wager selections made in the one of the expert wager input interface and the novice wager input interface to the another of the expert wager input interface and the novice wager input interface] wager options selected in the novice wager input interface to the expert wager input interface when the user selectable option that initiates the expert wager input interface is selected.

5. (Amended) A method for interactive wagering on horse races, comprising:

receiving user inputs;

and displaying a wager input interface for creating a wager on a horse race having a plurality of wager [types of user selection] requirements and a plurality of selectable options for each of the [plurality of types of user selection] wager requirements, wherein the wager [plurality of types of user selection] requirements are displayed so that each wager [type of user selection] requirement is substantially aligned in a first dimension, and wherein the plurality of selectable options for each [one] of the plurality of [types of user selection] wager requirements is [are] displayed so that the plurality of selectable options is [are] substantially aligned in a second dimension with [the] each corresponding one of the plurality of wager [types of user selection] requirements.

6. (Amended) The method of claim 5, wherein the plurality of wager [user selection] requirements include a track selection, a race selection, a wager type selection, a horse selection, and an amount selection.

7. (Amended) The method of claim 5, wherein the user inputs are used to select at least one of the plurality of selectable options for each of the plurality of wager [user selection] requirements.

8. (Amended) The method of claim 7, wherein the at least one of the plurality of selectable options that is selected using the user inputs is highlighted to indicate that the at least one of the plurality of selectable options has been selected.

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9. (Amended) The method of claim 7, further comprising displaying a ticket window that indicates each of the plurality of <u>selectable</u> options selected using the user inputs.

10. (Amended) A method for interactive wagering <u>on horse races,</u> comprising:

receiving user inputs <u>from a user</u>; [and

presenting a series of displays each corresponding to one of a plurality of user selection requirements, wherein each of the series of displays includes a plurality of options that correspond to the corresponding one of the plurality of user selection requirements, designating at least one of the plurality of options as selected options, and simultaneously displaying as part of a simulated wager ticket each of the selected options]

<u>displaying a plurality of options for each of a plurality of wager requirements for creating a wager, wherein the plurality of wager requirements comprises track, horse, wager type, and wager amount requirements for creating a wager;</u>

<u>sequentially designating an option for each wager requirement based on user inputs; and</u>

<u>displaying after each designation, the designated option and all previously designated options for the wager as part of a simulated wager ticket.</u>

11. (Amended) A method for interactive wagering <u>on horse races,</u> comprising:

receiving user inputs; [and

presenting a plurality of participant options, highlighting one of the plurality of participant options in response to the user inputs, and indicating a color corresponding to the one of the plurality of participant options when highlighted] <u>providing a user with an ability to create a wager on a horse race; and</u>

<u>displaying a horse selection window for creating the wager on the horse race, wherein the horse selection window includes a plurality of horse selection options for the wager and a color indicator, wherein each of the horse selection options is capable of being highlighted by the user based on user inputs, and</u>

wherein the color indicator indicates a color that depends on which horse selection option is being highlighted.

12. (Amended) The method of claim 11, [wherein the participant is a horse] wherein the color of the color indicator is the same as the colors of a horse corresponding to the highlighted horse selection option.

13. (Amended) The method of claim 11, [wherein the participant is a jockey] wherein the color of the color indicator is the same as the color of silks worn by a jockey corresponding to the highlighted horse selection option.

15. (Amended) A method for interactive wagering on horse races, comprising:

receiving user inputs;

selecting wagering options based upon the user inputs to create a first wager on a horse race;

placing [a] the first wager using the wagering options; and

presenting the selected wagering options as default selections in a subsequent wager entry process, wherein wagering options other than the default selections are available for selection in the subsequent wager entry process.

16. (Amended) A system for interactive wagering on races, comprising:

a user input device that receives user inputs; and

control circuitry that:

receives the user inputs from the user input device; [and that presents one of an expert wager input interface and a novice wager input interface based upon the user inputs]

provides the user an opportunity to initiate one of an expert wager input interface and a novice wager input interface;

presents the user with a single selection window when the user initiates the expert wager input interface, wherein the single selection window comprises a plurality of user selectable wager options for a plurality of wager requirements for creating a wager; and

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presents the user with a sequence of selection windows when the user initiates the novice wager input interface, wherein each selection window in the sequence of selection windows comprises a plurality of user selectable wager options for a different wager requirement for creating a wager.

17. (Amended) The system of claim 16, wherein [the control unit interprets the user inputs as specifically selecting the one of the expert wager input interface and the novice wager input interface] at least one selection window in the sequence of selection windows presented when the user initiates the novice wager input interface further comprises a user selectable option that initiates the expert wager input interface when selected.

18. (Amended) The system of claim 16, wherein [the control circuitry also switches from presenting one of the expert wager input interface and the novice wager input interface to another of the expert wager input interface and the novice wager input interface] the single selection window presented when the user initiates the expert wager interface further comprises a user selectable option that initiates the novice wager input interface when selected.

19. (Amended) The system of claim [18] 17, wherein [wager selections made in the one of the expert wager input interface and the novice wager input interface are transferred to the another of the expert wager input interface and the novice wager input interface] the control circuitry transfers options selected in the novice wager input interface to the expert wager input interface when the user selectable option that initiates the expert wager input interface is selected.

20. (Amended) A system for interactive wagering, comprising:
    a user input device that receives user inputs; and
    control circuitry that receives the user inputs and that displays a wager input interface having a plurality of wager [types of user selection] requirements and a plurality of selectable options for each of the [plurality of types of user selection] wager requirements, wherein the [plurality of types of user selection] wager requirements are displayed so that each wager requirement is substantially

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aligned in a first dimension, and wherein the plurality of <u>selectable</u> options for each [one] of the plurality of <u>wager</u> [types of user selection] requirements <u>is</u> [are] displayed so that the plurality of <u>selectable</u> options <u>is</u> [are] substantially aligned in a second dimension with [the] <u>each corresponding</u> one of the plurality of <u>wager</u> [types of user selection] requirements.

21. (Amended) The system of claim 20, wherein the plurality of <u>wager</u> [user selection] requirements include<u>s</u> a track selection, a race selection, a wager type selection, a horse selection, and an amount selection.

22. (Amended) The system of claim 20, wherein the user inputs are used to select at least one of the plurality of <u>selectable</u> options for each of the plurality of <u>wager</u> [user selection] requirements.

23. (Amended) The system of claim 22, wherein the at least one of the plurality of <u>selectable</u> options that is selected using the user inputs is highlighted by the control unit to indicate that the at least one of the plurality of <u>selectable</u> options has been selected.

24. (Amended) The system of claim 23, wherein the control unit also displays a ticket window that indicates each of the plurality of <u>selectable</u> options selected using the user inputs.

25. (Amended) A system for interactive wagering <u>on races</u>, comprising:
a user input device that receives user inputs <u>from a user</u>; and
control circuitry that<u>:</u> [receives the user inputs, that presents a series of displays each corresponding to one of a plurality of user selection requirements, wherein each of the series of displays includes a plurality of options that correspond to the corresponding one of the plurality of user selection requirements, that designates at least one of the plurality of options as selected options, and that simultaneously displays as part of a simulated wager ticket each of the selected options]

displays a plurality of options for each of a plurality of wager requirements for creating a wager, wherein the plurality of wager requirements comprises track, horse, wager type, and wager amount requirements for creating a wager;

sequentially designates an option for each wager requirement based on user inputs; and

displays after each designation, the designated option and all previously designated options for the wager as part of a simulated wager ticket.

26. (Amended) A system for interactive wagering on horse races, comprising:

a user input device that receives user inputs; and

a control unit that:

receives the user inputs; [, that presents a plurality of participant options, that highlights one of the plurality of participant options in response to the user inputs, and that indicates a color corresponding to the one of the plurality of participant options when highlighted]

provides a user with an ability to create a wager on a horse race; and

displays a horse selection window for creating the wager on the horse race, wherein the horse selection window includes a plurality of horse selection options for the wager and a color indicator, wherein each of the horse selection options is capable of being highlighted by the user based on user inputs, and wherein the color indicator indicates a color that depends on which horse selection option is being highlighted.

27. (Amended) The system of claim 26, wherein [the participant is a horse] the color of the color indicator is the same as the colors of a horse corresponding to the highlighted horse selection option.

28. (Amended) The system of claim 26, wherein [the participant is a jockey] the color of the color indicator is the same as the color of silks worn by a jockey corresponding to the highlighted horse selection option.

30. (Amended)   A system for interactive wagering, comprising:

a user input device that receives user inputs; and

control circuitry that:

receives the user inputs; [, that selects wagering options based upon the user inputs, that places a first wager using the wagering options, and that starts a subsequent wager entry process based upon the user inputs, wherein the process comprises presenting the user with a plurality of user selectable wagering options comprising default options that are based on the wagering options selected for the first wager]

selects wagering options based upon the user inputs to create a first wager on a horse race;

places the first wager using the wagering options; and

presents the selected wagering options as default selections in a subsequent wager entry process, wherein wagering options other than the default selections are available for selection in the subsequent wager entry process.

31. (New)   The method of claim 3, further comprising transferring options selected in the expert wager input interface to the novice wager input interface when the user selectable option that initiates the novice wager input interface is selected.

32. (New) The system of claim 18, wherein the control circuitry transfers options selected in the expert wager input interface to the novice wager input interface when the user selectable option that initiates the novice wager input interface is selected.

33. (New) The method of claim 11, wherein the color indicator is an image of a jockey and a horse.

34. (New) The system of claim 26, wherein the color indicator is an image of a jockey and a horse.